

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a bonus game comprising:

- a path including a plurality of locations;
- a bonus value associated with at least one of the locations;
- at least one player symbol;
- at least one terminating symbol;
- a display device which displays the path and the symbols to the player; and
- a processor, electronically connected to the display device, which is operable to:
 - (a) ~~causes~~ cause the player symbol to visit at least one of the locations on the path, (b) display said player symbol visiting said location; ~~(b) causes~~ (c) cause the terminating symbol to visit at least one of the locations on the path, (d) display said terminating symbol visiting said location; and ~~(e) provides~~ provide the player with any bonus value associated with the location visited by the player symbol.

Claim 2 (original): The gaming device of Claim 1, wherein the path is cyclical.

Claim 3 (original): The gaming device of Claim 1, wherein the bonus game terminates with the player symbol visits a location on the path which is identical to the location of the terminating symbol.

Claim 4 (original): The gaming device of Claim 1, wherein the bonus game terminates when the terminating symbol visits a location on the path which is identical to the location of the player symbol.

Claim 5 (original): The gaming device of Claim 1, wherein the bonus game terminates when the player symbol passes the terminating symbol on the path.

Claim 6 (original): The gaming device of Claim 1, wherein the bonus game terminates when the terminating symbol passes the player symbol on the path.

Claim 7 (original): The gaming device of Claim 1, wherein the processor causes the player symbol and terminating symbol to each sequentially visit a plurality of locations on the path.

Claim 8 (original): The gaming device of Claim 7, which includes a move indicator displayed by the display device.

Claim 9 (currently amended): The gaming device of Claim 8, which includes a player input device electronically connected to the processor and the move indicator displays a number of moves after the player activates the player input.

Claim 10 (original): The gaming device of Claim 7, wherein the path includes a lap, and the display device included a lap indicator.

Claim 11 (original): The gaming device of Claim 10, wherein the player is awarded a lap bonus value each time the player symbol completes a lap of the path.

Claim 12 (original): The gaming device of Claim 7, which includes a bonus indicator displayed by the display device.

Claim 13 (original): The gaming device of Claim 1, which includes a play activator which communicates with the processor.

Claim 14 (original): The gaming device of Claim 1, wherein the bonus game terminates when the player symbol catches the terminating symbol.

Claim 15 (original): The gaming device of Claim 1, wherein the path includes a lap, and the bonus game terminates when the player symbol completes a predetermined number of laps along the path.

Claim 16 (original): The gaming device of Claim 15, which includes a lap bonus value.

Claim 17 (original): The gaming device of Claim 16, wherein the player is awarded a lap bonus value for each lap completed by the player symbol.

Claim 18 (original): The gaming device of Claim 17, which includes a move indicator displayed by the display device.

Claim 19 (original): The gaming device of Claim 18, which includes a lap indicator displayed by the display device.

Claim 20 (original): The gaming device of Claim 19, which includes a bonus indicator displayed by the display device.

Claim 21 (original): The gaming device of Claim 20, wherein the player symbol has a starting location on the path.

Claim 22 (original): The gaming device of Claim 21, wherein a sound is associated with a visit to at least one location.

Claim 23 (currently amended): A gaming device having a bonus game comprising:

- a path including a plurality of locations;
- an outcome associated with each of the locations;
- at least one player symbol;
- at least one terminating symbol;
- a display device which displays the path and the symbols to a player; and
- a processor, electronically connected to the display device, which is operable to:
 - (a) ~~causes~~ cause the player symbol to visit at least one of the locations on the path, (b) display said player symbol visiting said location; ~~(b) causes~~ (c) cause the terminating symbol to visit at least one of the locations on the path, (d) display said terminating symbol visiting said location; and ~~(e) (e) (e) provides~~ provide the player with any outcome associated with the location visited by the player symbol.

Claim 24 (original): The gaming device of Claim 23, wherein a plurality of said outcomes are credits to a bonus award provided to the player.

Claim 25 (original): The gaming device of Claim 24, wherein at least one outcome is a deduction from a bonus award provided to the player.

Claim 26 (original): A method for providing a bonus opportunity in a gaming device, said method comprising the steps of:

- (a) triggering a bonus round;
- (b) displaying a path including a plurality of locations;
- (c) causing at least one player symbol to visit one of said plurality of locations;
- (d) causing at least one terminating symbol to visit one of said plurality of locations;
- (e) awarding a player any bonus value associated with a location visited by a player symbol; and
- (f) repeating steps (c) through (e) until the player symbol catches the terminating symbol or the terminating symbol catches the player symbol.

Claim 27 (original): The method of Claim 26, wherein the path is cyclical.

Claim 28 (original): The method of Claim 27, which includes awarding the player with a lap bonus value for each lap which the player symbol completes before the terminating symbol catches the player symbol.

Claim 29 (original): The method of Claim 27, which includes displaying a lap indicator.

Claim 30 (original): The method of Claim 26, which includes displaying a bonus indicator.

Claim 31 (original): The method of claim 26, which includes terminating the bonus game when the player symbol visits the same location as the terminating symbol.

Claim 32 (original): The method of Claim 26, which includes terminating the bonus round when the player symbol completes a predetermined number of laps along the path.

Claim 33 (original): The method of Claim 26, which includes awarding a bonus value for each instance the player symbol passes a predetermined number of locations without being caught.

Claim 34 (original): The method of Claim 26, which includes displaying a move indicator.

Claim 35 (original): The method of Claim 33, which includes displaying a bonus indicator.

Claim 36 (original): The method of Claim 26, which includes making a sound after each visit which does not result in the terminating symbol catching the player symbol.

Claim 37 (original): A method for providing a bonus opportunity in a gaming device, said method comprising the steps of:

- (a) triggering a bonus round;
- (b) displaying a plurality of locations;
- (c) associating a terminating symbol with at least one of the locations;
- (d) providing at least one potential award;
- (e) moving said terminating symbol at least once during the bonus round; and
- (f) terminating the bonus round following a predetermined event.

Claim 38 (original): The method of Claim 37, which includes selecting a location and providing a player with an outcome associated with the location after the step of selecting a location.

Claim 39 (original): The method of Claim 38, which includes repeating steps of selecting a location and providing a player with an outcome, until a location associated with a terminating symbol is selected.

Claim 40 (original): The method of Claim 39, which includes moving said terminating symbol a plurality of times during the bonus round.

Claim 41 (original): A method for providing a bonus opportunity in a gaming device, said method comprising the steps of:

- (a) triggering a bonus round;
- (b) displaying a plurality of symbols, including at least one terminating symbol;
- (c) moving the terminating symbol at least once during the bonus round;
- (d) providing at least one potential award; and
- (e) terminating the bonus round following a predetermined event.

Claim 42 (original): The method of Claim 41, which includes selecting a symbol and providing a player with an outcome associated with the symbol after the step of selecting a symbol.

Claim 43 (original): The method of Claim 42, which includes displaying a move indicator to the player displaying a number of moves the terminating symbol will move.

Claim 44 (original): The method of Claim 42, wherein said outcome is a bonus value award.

Claim 45 (original): The method of Claim 41, which includes moving said terminating symbol a plurality of times during the bonus round.

Claim 46 (original): A gaming device having a bonus game comprising:
a path including a plurality of locations;
a first movable symbol displayed on one of the locations;
a second movable symbol displayed on one of the locations;
predetermined location changes associated with the first movable symbol and the second movable symbol;
a bonus value associated with at least one of the location changes;
a termination event associated with the first movable symbol and the second movable symbol being positioned at an identical location;
a processor; and
a display device, electronically connected to the processor, which displays the path, the first movable symbol, and the second movable symbol to the player.

Claim 47 (currently amended): A gaming device having a bonus game comprising:

a memory device which stores data which represents a path, a plurality of locations included in the path, a first movable symbol and a second movable symbol;
and

a processor, electronically connected to the memory device, which is operable to:

- (a) ~~initiates~~ initiate a bonus round;
- (b) ~~changes~~ change the location of the first movable symbol;
- (c) display the changed location of the first movable symbol;
- (d) ~~(c)~~ changes change the location of the second movable symbol;
- (e) display the changed location of the second movable symbol;
- (f) ~~(d)~~ provides provide a player with a bonus value after the movable symbol is positioned at least one predetermined location; and
- (g) ~~(e)~~ terminates terminate the bonus round after the first movable symbol and the second movable symbol are positioned at an identical location.

Claim 48 (original): The gaming device of Claim 47, wherein the processor provides the player with a bonus value after the first movable symbol and the second movable symbol are each positioned at a predetermined location.

Claim 49 (original): The gaming device of Claim 47, wherein the processor terminates the bonus round after one of the movable symbols passes the other movable symbol.